

Loading Instructions

AMIGA: Insert disc in DFO. Game will load and run. Note: If you have any unexpanded memory, disconnect all external devices.

ATARI ST: Insert disc in Drive A. Game will load and run.

NOTICE: THIS DISK COMES TO YOU, THE PURCHASER, VIRUS FREE. IT IS RECOMMENDED THAT YOU WRITE-PROTECT YOUR DISK BEFORE USEAGE, AS WE THE PUBLISHERS CANNOT TAKE RESPONSIBILITY SHOULD YOUR DISK BECOME INFECTED BY A VIRUS.

Controls

Grimblood is controlled entirely from the mouse: move the pointer - the small hand - to the appropriate part of the screen and click the left button. When the computer is busy, the pointer becomes a miniature portrait of the detective hero, Maximus.

Sound and speech, which are both enabled when the game is first loaded, can be toggled on and off with the DELETE and BACKSPACE keys respectively.

The History Of Castle Grimblood

Some five hundred years have passed since the Great Persecution, when the followers of The One Magic drove out all those who practised a magic different to their own.

Five hundred long years since an exiled community of Ritualists built Castle Grimblood, a haven constructed in the depths of a dark and foreboding forest, safe from the followers of The One Magic. For five hundred years, no stranger has approached the castle walls, no external interference has hampered the performance of the detailed, daily rituals that each member of the community must carry out. It is as if Castle Grimblood were a world unto itself.

When the Castle was first built, leaders of the Ritualist Community assigned a ritual, or Rote to every inhabitant. In order to keep the Castle and the people who lived within its walls safe from the Chaotic Magic of the surrounding forest, these Rotes - or daily observances - needed to be performed accurately and promptly.

Today, few can remember the purpose of the Rotes; many of the sacred items needed to perform the rituals have been mislaid or lost, and many Rotes have been half-forgotten, diluted in power and meaning as they were passed down from generation to generation. Nevertheless, the people who live in Castle Grimblood still follow their assigned Rotes - performing them as best they can, not once a day but all day, over and over and over again.

Inbreeding and isolation have led to decay. For five hundred years, the Ritualists have interbred - no new blood has refreshed the genetic stock of the people who inhabit the rambling corridors and turrets of Castle Grimblood. Chaos has wormed its way into the Ritualists' community. Madness is becoming a common affliction, and the Ritual Magic is no longer an effective defence against encroaching disorder...

Castle Grimblood is a strange place, peopled by weird, psychotic individuals. Only one person retains complete sanity - the young Earl Maximus, and the future of the Ritualist Community now lies on his young shoulders. A murderer stalks the corridors and passages of Castle Grimblood. Like sheep to the slaughter, the inhabitants go about their Rote-performances, surprised and frightened by the murders but too crazed to take any action to prevent further killings.

The killing has begun, and it will continue until every living being lies cold and lifeless... unless Maximus can unmask the murderer.

Starting Off

The START SCREEN greets you once Grimblood has loaded: it allows a new game to be started, or a game position to be saved or loaded. Clicking on START initiates a new game, and passes control to the main Castle Screen.

To save a game, insert a blank, formatted disk in the drive before clicking on SAVE. Each saved game requires its own disk: the filename is identical for all saved games - so take care when labelling disks.

To load a saved game, put the appropriate disk into the drive and click LOAD; once the game has loaded, control is passed to the main Castle Screen.

If you have come to this screen from the middle of a game, perhaps to save the current game position, game time is suspended while you remain here. Clicking START returns you to the game in play.

The Quest For Information

For the remainder of the game, the screen is divided into three windows - the main view, below which are two smaller windows ranged to the left and right.

The CASTLE SCREEN is the main control point, from which the EXPLORATION SCREEN and the INTERROGATION SCREEN may be called up. The bottom right window shows a picture of the hero Maximus standing in front of the castle - clicking in this window allows you to exit the current activity.

The CASTLE SCREEN

To look at the time

Click on the Castle Clock which calls a close-up of the clock into the left screen window

To speed up game time

Click on the close-up of the clock while it is in the left screen window. Each time you do this, 15 minutes of game time passes

To go exploring

Click on the left screen window while it is showing a view of the room you are currently in. This calls up the EXPLORATION SCREEN

To view a specific room

Click on the appropriate castle window, on the main view. A view of the room interior that lies behind the glass is called into left screen window and its name appears in the castle window

To travel to a specific room

Click on the interior view of the room that has been called into the left screen window. This activates the JOURNEY SEQUENCE

To talk to people in a room or to recap on murders

Click on Maximus in the screen window on the right. This activates the INTERROGATION SCREEN

To Load Save Game

Click on the Disk Icon to access the START SCREEN

To Quit the game

Click on the Quit Icon to return to the START SCREEN with a new game triggered.

The JOURNEY SEQUENCE offers a simple means of travelling from one part of the castle to another rapidly. You are shown each room and corridor along your route, briefly, along with any weapons that may be in the locations you travel through. If there are people in a location, the INTERROGATION SCREEN will flash up and you can start a conversation before continuing your journey (to see how, read the section on the interrogation screen). You need to move quickly, however, otherwise the journey will continue...

The EXPLORATION SCREEN

Game time runs while this screen is active, and this is the mode where you do most of the detective work needed to solve the mystery. From this control screen, you can wander freely through Castle Grimblood, observing the activities of the people who live there.

The main window on screen shows Maximus in the middle of the current location and the inhabitants of the castle who are present. Sequences that indicate people entering or leaving the current location will interrupt your searches: a door opens to indicate that someone has entered, and the person is identified; when someone leaves the room, a bar sweeps across the view screen.

Don't forget - in order to talk to people, you need to return to the CASTLE SCREEN and access the INTERROGATION SCREEN.



To move to the left or right	Click on the move arrows in the top corners of the main screen. The view shown in the main screen is shifted left or right by 90 degrees, unless the room is very long - in which case the view may 'pan'
To look at objects	Click on the EYES in the left window to gain brief close-ups of any objects that may be in the room
Peer into another room	Move the cursor to a doorway, and a view of the room behind appears in the left window
Move into another room	Click on a doorway to move into room that lies behind it
Look for secret passage	Click on items of (furniture) in the room. A view of a secret passage will appear in the left window if the furniture is concealing a secret doorway
Enter secret passage	If you find a secret door behind some furniture, click again to enter the passage
Exit to CASTLE SCREEN	Click on Maximus in the right hand window.

The INTERROGATION SCREEN

Game time pauses while you use this control screen to talk to the people you meet, ask questions and give orders. The people in the same room as you are shown in the portrait gallery - they are the only people you can talk to. Click on an individual's portrait to start a conversation, or click on a tombstone to recap on a murder that has already taken place. Click on Maximus in bottom right window as he opens and closes his mouth.



To toggle between portraits	Click on the left window to swap the portraits between the main view and the left window
To talk to a person	Click on one of the portraits in the main view window. This calls a close-up into view, and by pressing keys F1 - F10, you ask questions of the person. Everyone tells truth - but the murderer lies in response to questions F1 and F4.
F1	Was anyone with you (at the time of the murder)?
F2	Everyone may go now - releases anyone in the room who has been ordered to stand watch
F3	Where are you going?
F4	Where were you at the time of the murder?
F5	You are the murderer! (The murderer will confess. Innocent people will be offended and deny your accusation. Be careful though, you only have a limited number of chances)
F6	Are you carrying anything?
F7	Did you see anyone (while standing watch) - only applies to those previously ordered to stand watch
F8	Go to ROOM for 1:23 hours - an order to stand watch; order not always obeyed. The castle appears in the window; select a ROOM by clicking on a window pane, then confirm by clicking on the left screen window. A candle then appears in the main window - select 1, 2 or 3 hours by clicking on

the candle, then confirm by clicking on the left screen window. The character may or may not agree to the order.

- F9 Have you used WEAPON (since the last murder)? A collection of weapons appears in the main window. Click on one, and the interviewee will say whether he or she has used it. This may be repeated, with other weapons selected, or ended by clicking on the right window
- F10 Carry on with your duties - releases the person from an order to stand watch



To Recap on a Murder

Click on a headstone in the main window, and a sequence showing that murder victim and details of the murder will be activated

To Exit

Click on Maximus in the right window to return to the previous screen.

A Few Hints On Play...

The murderer will continue killing people until everyone is dead or your detective work puts an end to the reign of terror.

The occupants of the castle bustle about, moving objects and weapons around the place according to pre-determined ritual patterns. In order to kill again, the murderer has to find an unattended weapon. Once a weapon has been secured, the murderer picks a victim and starts moving through the castle...

When the murderer finds the murderee alone in a room - then another crime is committed.

A number of variables affect how often the murderer can kill - for instance, it's possible to delay the next murder by following the murderer around the castle. On the other hand, game time can be speeded up if you don't want to wait too long for the next death.

Winning Strategies

To win, you need to accuse the right person of being the murderer, and you need to do it in front of at least one witness. The murderer will always confess if correctly accused, but if no-one is with you to hear the confession, the murderer escapes jail with one more murder...

Wandering around the castle accusing each person you meet of being the criminal won't work. Eventually, the inhabitants will get so fed up that they'll throw you out of the castle. And even if you don't annoy the inhabitants, the murderer gets more and more jumpy with each accusation you make, and he moves you higher up his hit list!

Another negative strategy might involve waiting around for the murderer to whittle down the number of suspects for you - but it's dangerous. You might be next...

The most positive approach is to gather as much information as possible about each murder. Question people as to their whereabouts and cross-check their alibis. To gain extra information, characters can be ordered to stand watch in particular rooms. If they agree to your command, you can question them later and learn who passed by.

Further clues can be gleaned by keeping track of the location of weapons in the castle. It may help to keep notes.

Remember, characters follow their own rigid ritual during the course of a day: the murderer is the only character who deviates from this prescribed ritual.

With practice, you'll soon learn where to find characters. Anyone lurking in an unusual place may well be the murderer - but everyone rushes to the Main Hall when a murder is discovered, so completely innocent characters may be found in unlikely places as they travel to or return from the Main Hall.

And people are unlikely to use a secret passage during the course of their rituals, so meeting someone in a secret corridor should arouse your suspicions.